

HE-MAN #17:  
"The Roboto Gambit"  
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Main Title:

ACT ONE

**FADE IN:**

**EXT. BATTLEGROUND - DAY**

PAN ACROSS what looks like a battle between two opposing squads <each squad comprised of maybe 6 to 8 warriors> poised in battle positions -- across the faceted surfaces of a floating platform. The armies have a stylized "CG" look.

ANGLE - ON ONE ARMY, grouped on one side of the playing field. (*For reference, the pieces correspond to chess pieces as follows: Emperor = King, Empress = Queen, Paladin = Knight, Cleric = Bishop, Spire = Rook, Guard = pawn. They move by rising a few inches and floating.*) A Guard moves appropriately as we hear:

MAN-E-FACES (ROBOT) (V.O.)  
Guard-to-Emperor-D-Three.

**EXT. PALACE COURTYARD- CONT**

WE REVEAL this is actually a game of Eternian Chess (sort of a cross between *Star Trek's* holodeck & electronic chess.) MAN-E-ROBOT hovers in a cool high-tech chair, the playing field (chessboard-like, *its holo-players nearly life-size*) hovering in front of him. His opponent is ROBOTO, a robot player.

MAN-E-FACES (ROBOT)  
It-is-your-move.

In b.g. MAN-AT-ARMS ENTERS. Behind him we can see RAM MAN, MEKANEK and STRATOS. Teela and Adam aren't among them. Man-At-Arms watches as Roboto says:

ROBOTO  
Cleric to paladin B-eight.

ANGLE - The piece moves. ADJUST TO MAA- who nods in approval.

MAN-AT-ARMS  
Excellent move, Roboto.

Roboto turns and sees Man-At-Arms.

ROBOTO  
Thank you.

MAN-E-FACES (ROBOT) - surveys the board.

MAN-E-FACES (ROBOT)  
And-thank-you-for building-Roboto-  
for-me, Man-At-Arms.

Man-At-Arms smiles wryly. Stratos looks on.

MAN-AT-ARMS  
I thought you needed a worthy  
opponent.

STRATOS  
(with humor) He means, unlike the  
rest of us.

MAA smiles, starts to head off, followed by the other  
Masters.

MAN AT ARMS  
(to Man E) I'm taking the others  
on northern perimeter patrol. You  
can join us when your game's done.

As MAA and othe MASTERS EXIT, MAN-E-ROBOT - studies the  
"board", then calls his move.

MAN-E-FACES (ROBOT)  
Spire-to-Empress-J-seven.

The piece levitates, floats to its new position.

MAN-E-FACES (ROBOT)  
(pleased)  
I-have-you-now-Roboto.

ROBOTO - scans the playing field.

ROBOTO'S POV - stylized, much like a video game board.  
Tracks for potential moves flicker this way and that. It  
should be obvious that Man-E-Robot's pieces have surrounded  
Roboto's, save for a couple of guards and a paladin.

CLOSE ON ROBOTO - seeing a move.

ROBOTO (V.O. CONT'D)  
Perhaps not. Paladin-to-Guard-Q-nine.

WIDE - Roboto's paladin sweeps dramatically across the game board and captures Man-E-Robot's emperor by projecting an electronic "net" about it.

ON SCENE - Roboto nods at Man-E-Robot.

ROBOTO  
Gamematch.

Man-E-Robot looks surprised, then impressed.

MAN-E-FACES (ROBOT)  
So-it-is. My-compliments-Roboto.  
Excellent-strategy.

ROBOTO  
Thank you. I call it the "Roboto Gambit."

MAN-E-ROBOT - switches to MAN-E-FACES mode. He stands.

MAN-E-FACES  
I need to join the others. (starts to head off) Until our next match.

As Man-E-Faces EXITS, Roboto turns and watches him go, a bit forlornly.

ROBOTO  
Yes.(forlorn) Until our next match.

#### EXT. SNAKE MOUNTAIN - NIGHT

Looking appropriately evil, as we PUSH IN:

#### INT. TRI-KLOPS' LAB - CONT.

SKELETOR enters the door of the lab, flanked by EVIL-LYN.

SKELETOR  
(testy)  
This had better be good, Triklops.

REVERSE - TRIKLOPS - looking excited. He pushes a button on a control board.

TRIKLOPS

Oh, I think you'll be pleased.

ANGLE PAST TRIKLOPS - As a wall panel slides up, revealing a three-foot tall SKELETON WARRIOR. <similar in design to the giant version in Ep. #4>

TRI-KLOPS

Our new secret weapon. What d'ya think?

SKELETOR scowls as the skeleton warrior steps forward. It's armed with a sword.

ANGLE - Skeletor BLASTS the warrior to bits with his staff.

SKELETOR

Your *giant* warrior couldn't defeat He-Man and his moronic Masters, what makes you think this ridiculous pint-sized-- -

SKELETOR stops in surprise as the warrior reassembles into two identical ones. Tri-Klops beams like a proud daddy.

TRI-KLOPS

New upgrade. He-Man destroys one, two take its place! He can't win!

SKELETOR - is impressed.

SKELETOR

(muses) Hmm...this just might work--

ANGLE - as the 2 skel warriors suddenly attack each other.

INCLUDE - SKELETOR & EVIL-LYN - watch in surprise as the two warriors quickly SHATTER each other. As TRIKLOPS watches aghast...

FOUR MORE WARRIORS - rise immediately, and start fighting--

SKELETOR - ducks, bobs and weaves, scowls, trying to get out of the way as the warriors swing swords.

TRI-KLOPS - is too aghast to do anything until Skeletor barks at him, threateningly.

SKELETOR

Stop them!

Tri-Klops fumbles with his control device, finally manages to change its setting.

THE SKELS - fall to the ground, inert & lifeless piles of bones.

SKELETOR surveys the inert skeleton warriors, then glares at the sheepish Tri-Klops. Evil-Lyn smiles sardonically.

EVIL-LYN

You've outdone yourself! Created a weapon that not only fails, but multiplies its own failures.

Tri-Klops turns beseechingly to Skeletor, who is fuming and raising his Havoc Staff.

TRI-KLOPS

It's just a glitch, Skeletor--

SKELETOR ZAPS Tri-Klops, sending the latter scurrying O.S.

TRI-KLOPS

<pained CRY!>

**INT. CORRIDOR - CONT.**

Tri-Klops ENTERS in comic haste, rubbing his singed backside. Out of range of Skeletor's wrath, he sulks.

TRI-KLOPS

(sulky, then determined) It *can* work. I'll *prove* it.

He starts tinkering with the device.

**EXT. ETERNIAN COUNTRYSIDE - DAY**

TWO SWORDS - CLANG together. QUICK PULL BACK to show TEELA and ADAM swinging jousting swords as they engage in mock battle -- lots of athletic spins, parries, thrusts, etc.

TEELA, ADAM

<battle GRUNTS>

ANOTHER ANGLE - for a moment, Teela presses the advantage, but then Adam drives her back by sheer strength, and she's down on one knee, Adam looming over her.

TEELA

Alright, allright. I yield.

Adam stops, pleased, raises his arms.

ADAM

And the winner is! Adam,  
(ahhhh)<raises arms, <makes crowd  
noise>

Teela gets up, disgusted with herself.

TEELA

Ach. If I had more upper body  
strength --

SYCLONE (V.O.)

Strength is not always the key,  
Teela.

They turn, puzzled.

ANGLE- a thick patch of long, thin reeds blowing nearby.  
But no one in sight. Then SYCLONE steps thru the reeds. He  
gives them a zen smile. As he speaks he plucks a supple  
reed & bends it, then picks up a fallen tree branch & snaps  
it in two.

SYCLONE

Remember: The reed...bends before  
the wind, while the brittle  
branch...snaps in two.

TEELA'S raises an eyebrow -- as if this were mumbo jumbo.

TEELA

Uh -- right, Syclone.

SYCLONE - he smiles again.

SYCLONE

All am I saying is: one must be  
less rigid in approaching a  
problem, more flexible of mind.

ADAM suppresses a smile, looks at Teela.

ADAM

That's Teela, inflexible.

Teela glares at him.

TEELA

I'll show you inflexible!

WIDE - She does a spinning sweep that knocks Adam on his princely behind.

ADAM

Oof!

TEELA - satisfied, turns back toward Cyclone as she says:

TEELA

How's that for inflexi--?

WIDE - she looks about, perplexed -- they're alone again.

TEELA

Uh, Cyclone?

ADAM - gets up, hearing an O.S. RATTLING BONE SOUND. He looks towards the OS REEDS, then REACTS in nervous surprise at what he sees.

WIDE - three skeleton warriors stomp out, swords raised.

ANGLE - Adam and Teela stunned, get into defensive postures.

TEELA

(stunned) Skeleton warriors --  
junior versions of the one  
Skeletor used against us.

ADAM

(nervous joke) These must be the  
baby cousins.

ANGLE - the skels suddenly attack, swords raised, as...

TEELA - leaps agilely back as one swings its sword, then spins athletically and strikes with her cobra staff. The warrior SHATTERS. Teela reacts in surprise and relief.

TEELA

Talk about inflexible ...

ADAM - blocks another one's strike with his sword, then spins and delivers a sword blow, SHATTERING the second warrior.

ADAM

If this is the best Skeletor can  
throw at us, he's slipping.

ANOTHER ANGLE - They react in shock & concern as the two downed warriors suddenly reassemble & duplicate (into 4), even as...

THE FIFTH SKEL - charges at Adam, who ducks down and FLIPS his attacker.

ANGLE - It hits a boulder and SHATTERS, but the bone pieces hardly have time to hit the ground before they reassemble.

WIDE - Now there are six Skel Warriors...enough to surround our two.

TEELA and ADAM Adam stand back to back, swords raised, as the skel warriors close in.

**END ACT ONE**

**ACT TWO**

**EXT. ETERNIAN COUNTRYSIDE - CONTINUOUS**

WIDE DOWN ANGLE - THE SEXTET of skeleton warriors surround and close in menacingly on Adam and Teela.

CLOSE - DOWN ANGLE ON TEELA and ADAM - back to back, slowly moving in clockwise circle -- poised for battle.

TEELA

Any ideas?

ADAM

A few...Unfortunately, they all depend on us being somewhere else..

WIDE - the skels warriors charge toward our two heros, who raise their weapons, determined to go out fighting --

ANGLE - when suddenly strong WINDBLASTS from O.S. swirl in, rotating around our guys, blowing their hair and clothes dramatically.

THE SKEL WARRIORS - are quite literally blown away...like leaves in a wind.

TEELA AND ADAM - look at each other in surprised relief, then look O.S.

WIDEN TO INCLUDE SYCLONE - standing on a nearby rise of ground, his torso spinning.

THE SKELS - tumble several yards across the landscape, blown by Syclone's WINDS...SMASHING into boulders, breaking apart as they go --

TEELA & ADAM - retreating... to where Syclone, resolve and strain on his face, is keeping up his wind-blowing attack.

SYCLONE

(above the din) Return to the palace and warn the others! I will hold them off as best I can!

ON SKEL WARRIORS - re-forming, their numbers swelling to twelve. They start heading back towards Syclone.

Teela and Adam exchange a look, then hurry O.S. as we...

WIPE TO:

**EXT. PALACE COURTYARD - SOON**

TRACK ADAM - as he comes dashing around a corner, looking around, puzzled (he's accompanied by CRINGER)...to rendezvous with TEELA, who is finishing speaking to a ROYAL GUARD. <the Guard remains standing by, awaiting orders.>

ADAM

Where is everybody?

TEELA

Father took them out on patrol.

ADAM - realizing what he has to do.

ADAM

Then I guess it's up to us.

TEELA nods crisply, all business -- turns to the Guardsman.

TEELA

Gather the Royal Guard. (turns back) Adam, you--

ADAM'S already hurrying off, CRINGER tagging along, calls back:

ADAM

Right. I'll uh double check to see if any other Masters are around.

ADAM and CRINGER hurry off, passing ROBOTO who looks at them, puzzled.

**EXT. FRONT OF PALACE - DAY**

QUICK SHOTS:

- > TIGHT ON ROYAL GUARD BUGLER, who blows the CALL TO ARMS.
- > CLOSE SHOTS - of booted feet running.

**EXT. PALACE GARDEN - DAY**

ADAM does a cool flip down off a raised area or wall...into a secluded area of the garden. Makes sure no one is watching, then raises his sword over his head & TRANSFORMS INTO HE-MAN:

ADAM/HE-MAN  
By the Power of Grayskull/I have  
the Power!!

He ZAPS Cringer, who TRANSFORMS into BATTLECAT!

**EXT. PALACE - DAY**

ON GUARDSMEN sitting in BATTLETANKS -- all in a line.

TEELA - in front of them, addresses the Guards.

TEELA  
Okay, we're heading out. Maintain  
a tight formation at all--

HE-MAN (O.S.)  
No, Teela.

ANGLE - He-Man, hurriedly riding in atop BATTLECAT....

HE-MAN  
You and the guard need to stay  
here and protect the palace. I'll  
join Syclone at the perimeter.

TEELA takes this in, nods.

TEELA  
Right.

HE-MAN - as BattleCat rears up with a mighty roar...and they race OS.

**EXT. ETERNIAN COUNTRYSIDE, VALLEY AND HILLTOP - DAY**

A LINE OF TEN SKEL WARRIORS - MARCH PAST CAMERA, followed by another line of TEN, etc.

WIDE LONG SHOT of the army of skeleton warriors advancing thru a valley. They number a hundred or more by now, marching ten abreast, in lockstep. <FOR DESIGN SIMPLICITY>

PAN TO FIND - Tri-Klops half hidden among large boulders on a nearby hilltop, control device in hand, watching in triumph.

TRIKLOPS

(gloating) A "failure", am I?

CLOSE ON TRI-KLOPS - extremely pleased with himself, thru his wounded pride.

TRI-KLOPS

You'll see, Skeletor. They'll all see.

CUT TO: SYCLONE on a rise, overlooking the valley, facing the approaching horde of Skel Warriors, TORSO SPINNING.

ON SEVERAL SKEL WARRIORS - getting blasted back.

ON SYCLONE as HE-MAN races in from behind him, atop BATTLECAT & pulls up abreast, taking in the sight of OS skel warriors. HE-MAN's hair blows in the wind coming off of Syclone.

HE-MAN

(grim, above the din) We're vastly outnumbered.

SYCLONE nods. TRACK THEM - as they charge down the rise into the valley to battle.

SYCLONE

(sagely, above the din) A journey of a thousand miles begins with a single step.

ENTERING THE VALLEY - SYCLONE blows back Skel Warriors with wrists blasts -- He-Man, atop BattleCat, SHATTERS Skel Warriors to the left & right of him with deft whooshes of his sword, as BATTLECAT rears up to knock back a Skel Warrior. As He-MAN speaks, we ADJUST to a shattered Skel Warrior re-forming into TWO SKEL WARRIORS.

HE-MAN

(above the din) True -- but if we  
strike down a thousand of these,  
two thousand take their place.

SYCLONE nods, philosophically, even as he does a slick quick  
torso spin punching two skel warriors with each spinning  
fist - his head coolly staying stationary the whole time.

SYCLONE

(above the din) Point well taken.

ANOTHER ANGLE - the battle rages on as we,

CUT TO:

**EXT. PALACE RAMPARTS - CONT.**

PAN PAST - GUARDSMEN hurriedly setting UP CANNONS & BLASTER  
WEAPONS on the ramparts.

TRACK TEELA as she walks down a line of assembled  
GUARDSMEN.

TEELA

...and should the enemy breach the  
palace perimeter, we'll break off  
into quadrants and--

TEELA stops (as does tracking) and REACTS, as we REVEAL:  
ROBOTO, at the end of the line, standing there dutifully.

TEELA

Roboto? What are you doing here?

ROBOTO - crisply.

ROBOTO

Volunteering for duty.

TEELA - hastily.

TEELA

But, This is a battle situation.  
You're not--

ROBOTO - expressionless, since he's a robot, but with a  
sincere note in his voice:

ROBOTO

--I assure you, I am fully  
equipped to handle any situation.

TEELA  
(exasperated) You're a game player, not a warrior.

ROBOTO  
True. Yet both require strategy, command capability -

TEELA

(curt, pre-occupied) War is not a game, Roboto. Now, go.

ROBOTO - hesitates a beat, then looks a bit forlorn, as he turns and heads O.S..

**EXT. VALLEY, BATTLEGROUND - DAY**

A PANORAMIC LONG SHOT of the battle raging. HE-MAN and SYCLONE are almost ridiculously outnumbered, surrounded by skel troops in every direction.

SYCLONE - aims a WINDBLAST that picks up several skels and SMASHES them together.

HE-MAN, atop BATTLECAT, wields his sword, twirls and parries, shattering skels left and right.

CLOSER - the smashed skel warriors reassemble ...into twice as many.

ON HE-MAN'S grim expression, seeing the futility.

**INT. MAN-AT-ARMS' WORKSHOP - DAY**

ROBOTO ENTERS, looking around with interest. We hear the VO of what Teela said to him.

TEELA (VO)  
You're a game player, not a warrior.

PAN TO ESTABLISH MAA's tools of the trade: workbenches and shelves loaded with all sorts of equipment; blueprints and mandalas pinned to the walls, etc.

ANGLE - ROBOTO moves to a workbench.

SERIES OF CLOSE SHOTS, QUICK CUTS:

>Roboto SOLDERS a new laser cannon to his metal body.

>ROBOTO uses screwdriver like device to attach hardware to his torso.

> ANOTHER ANGLE - he attaches new goggles (or eye gear) to his headpiece.

CUT TO:

LOW ANGLE - then PAN UP ROBOTO for dramatic REVEAL - showing the new, improved Roboto. *He's got all kinda new battle gear and armor on him - he looks like a warrior robot now. <should look like the model now>*

ROBOTO heads PAST CAMERA.

ROBOTO  
And now I am a warrior.

**EXT. PALACE RAMPARTS - DAY**

ANGLE UP - A WINDRAIDER - flying away.

RACK TO FOCUS TO TEELA - seeing this. A GUARDSMEN enters shot.

GUARDSMANS  
The King and Queen are being flown to a safe spot.

TEELA nods, grimly and heads OS.

TEELA  
If those bone creatures keep multiplying, there may not be such a place.

PAN the roof of the palace. The GUARDSMEN have taken places on the ramparts, cannons and weapons at the ready.

TRACKING TEELA - walking along the ramparts, addressing them.

TEELA  
When the attack comes, we hit them hard and fast. Are there any questions?

ROBOTO (OS)  
Yes. Where would you like me?

TEELA turns, surprised and exasperated.

TEELA

Uh Not again.

ANGLE INCLUDES - Roboto, his new armor gleaming in the sun.

ROBOTO

I have upgraded myself to warrior status. I await orders.

TEELA - is too harried to be impressed.

TEELA

I told you, Roboto -- no. Weapons or not, you're just a game-player.

ROBOTO doesn't look particularly hurt, after all, he is a robot.

ROBOTO

I fail to see the logic in your position.

TEELA shakes her head, then turns back to her troops. From OS, we HEAR the FAINT SOUNDS OF battle SFX, from He-Man and Syclone's battle with the Skel Warriors.

TEELA

Battle positions!

**EXT. BATTLEGROUND, INCLUDING CAVE - DAY**

A PANORAMIC VIEW (within reason) of the BATTLE, which still rages. CAMERA FINDS He-Man in dramatic stance on a small hill surrounded by attacking Skel Warriors. SYCLONE is closeby, letting loose with wrists blasts of wind.

He-Man, as he SMASHES BACK a trio of skel warriors, he looks around, sees something. ADJUST TO LARGE CAVE in a cliffside, about 50 yards away.

HE-MAN

(above the din) That cave. I'll lure them -- you do the rest.

SYCLONE is nearby, blasting with wind, nods.

HE-MAN calls out.

BATTLECAT races in...HE-MAN leaps onto him, and they race off.

ANGLE - HE-MAN and BATTLECAT plow thru a thick patch of skel warriors, knocking several aside.

APPROACHING THE CAVE - He-Man pauses on BattleCat, who REARS up and ROARS. He-Man looks back.

THE SKEL WARRIORS - most of them, anyhow, are charging at him.

HE-MAN and BATTLECAT charge into the HUGE cave entrance.

OTS SKEL WARRIORS as they charge in after He-Man.

A BEAT, then BATTLECAT comes leaping out of the cave...HE-MAN atop him, shouting:

REVEAL SYCLONE - atop a nearby rise. His torso spins and he lets loose a TREMENDOUS WIND BLAST.

ON CAVE ENTRANCE- The wind blast hits the cliff over the cave. As a few Skel Warriors try and rush out...HUGE BOULDERS tumble down -- crushing the Skel Warriors and blocking the cave entrance, sealing the rest of the Skel Warriors inside the cave.

ON SYCLONE - as He-Man and BattleCat race up to him. Syclone looks OS and indicates.

SYCLONE  
They are already beginning to dig  
their way out.

ON CAVE ENTRANCE - smaller boulders are starting to move a bit. We see Skel Hands trying to claw their way out.

HE-MAN  
Yes, but we've bought ourselves  
some time.

A BIT OF CALM - As HE-MAN looks about.

HE-MAN  
If only we knew what was  
controlling these creatures.

SYCLONE looking about as well, musing.

SYCLONE  
Skeletor?

HE-MAN  
Maybe.

**EXT. BATTLEGROUND - HILL, ROCKY KNOLL - CONTINUOUS**

TRI KLOPS - to rear of the battlefield, peeking out from his hilltop rocky knoll, sees this, then giddily starts working his skel warrior control device.

TRIKLOPS  
(giddily) Time to implement upgrade  
number two.

ON CAVE ENTRANCE - it's suddenly BLASTED OUTWARDS.

RACK FOCUS TO HE-MAN and SYCLONE reacting -- astonished.

LOW ANGLE - THRU DUST OF CAVE ENTRANCE EXPLOSION - a Skel Warrior stomps out.

ON TRI-KLOPS - adjusting the keypad or controls of his controller device.

ON CAVE ENTRANCE - OTHER SKEL WARRIORS exit the cave thru the dust of the explosion. We hear BONY SOUNDS -- bones clicking into place.

ON SKEL WARRIORS - as BONE-LIKE EYEPIECES form over their eyes -- a bony version of Tri-Klop's eye-blaster gear.

THREE SKEL WARRIORS look OS and aim their eyepieces -- let loose optic blasts. *<NOTE: Their blasts are not nearly as powerful as Triklops' eyeblasts. >*

ON HE-MAN and SYCLONE - they leap clear as the boulder they were on gets blasted apart.

ON TRI-KLOPS - watching all this.

TRI-KLOPS  
Skeletor's going to be mighty--

CLOSER - He stops, struck by a thought.

TRI-KLOPS  
Wait a minute ...who needs  
Skeletor? Once we take the  
palace..

TRI-KLOPS - full of meglomaniacal glee, looks O.S., at...

SKEL WARRIORS - pouring out of the cave, EYE PIECES FORMING, as others head past camera, and we...

**END ACT TWO**

## ACT THREE

### EXT. BATTLEGROUND - DAY

Skeleton Warriors come at CAMERA, swords upraised, eye pieces in place, spoiling for battle.

### EXT. BATTLEFIELD, NEARBY GRAVEL QUARRY - DAY

He-Man and Cyclone have dropped back - they stand upon a hill, the palace looms in the distance behind them. He-Man sees...

The Skel Warriors charging towards them, swords upraised.

SYCLONE looks around, sees: GRAVEL QUARRY in the near distance off to one side. There's a HUGE MOUNTAIN OF GRAVEL. Some excavation VEHICLES sit idly by near the quarry.

SYCLONE  
If we could divert them to the  
gravel quarry.

HE-MAN sees this, nods, then looks around some more.

HE-MAN sees: a giant boulder.

ON GIANT BOULDER - as He-Man crosses to it, wraps his mighty arms around the massive boulder, struggling...then finally manages to uproot it!

HE-MAN  
<struggling GRUNTS>

THE SKEL WARRIORS are charging towards CAMERA (and He-Man and Cyclone.)

HE-MAN raises the massive boulder aloft...then heaves it...

HE-MAN  
<straining GRUNTS, hurling GRUNT>

...sending the giant boulder rolling thunderously down the hill, Spielberg-style.

ON SKEL WARRIORS - as the boulder rolls at them, several get crushed.

OTHER SKEL WARRIORS blast eye beams at the boulder... blasting small chunks off it, but it keeps coming.

OTHER SKELS scatter, diverted to take an alternate path, adjacent to the Gravel Quarry.

ON SYCLONE - seeing the Skel Army adjacent to the Gravel Quarry hill of gravel. He spins his torso, lets loose with his wind power!

ON GRAVEL MOUNTAIN - it gets blasted by the colossal winds emanating from SYCLONE...GRAVEL TORRENTING AT CAMERA...

ON SKEL WARRIORS - as scores of Skel Warriors get buried under torrents of gravel.

CUT TO: the remaining SCORES OF SKEL WARRIORS continue to charge up the hill.

HE-MAN uses his power sword to KNOCK aside a skel warrior's EYE BLAST ---then KICKS the warrior, so it SLAMS back into two more, PULVERIZING all three of them.

MORE SKEL WARRIORS come charging past He-Man and Syclone, who can no longer stem the tide, but fight off the the ones they can -- battling valiantly.

**EXT. HILL, ROCKY KNOLL - CONTINUOUS**

Tri-Klops watches from his concealed vantage point, gloating.

TRI-KLOPS  
Nothing can stop them! Nothing  
can stop me! Laugh!

**EXT. PALACE RAMPARTS - CONT.**

TEELA looks out towards the perimeter of the palace grounds, and the battleground beyond, to see:

TEELA POV - The wave of Skel Warriors are coming into view.

TEELA - turns and calls to her Guardsmen.

TEELA  
Prepare for battle!

ON GUARDSMEN - battle cannons and blasters at the ready.

PAN TO ROBOTO - upon the ramparts, largely ignored. He looks O.S.

ROBOTO'S POV - before his template was like a computer gameboard -- the upgrade makes it look more like a DOD defense screen. Targeting grids and crosshairs track and zoom; alphanumerics flicker and scroll. An advancing wave represents the coming skeleton warriors.

ROBOTO (V.O.)  
Situation analysis: Enemies  
increasing exponentially. Direct  
opposition is not an option.

PANNING - He sees the hill that Triklops is on. ZOOM IN CLOSER and CLOSER - to see a STYLIZED DEPICTION OF TRIKLOPS, behind the battle lines.

BACK ON SCENE - ROBOTO heads off.

**EXT. BATTLEFIELD - CONTINUOUS**

HE-MAN swings his power sword, SMASHING and BASHING at Skel Warriors...but skel warriors swarm past him. Suddenly he hears:

ROBOTO (OS)  
It has come to my attention...

ADJUST ANGLE - as He-Man sees Roboto approaching.

ROBOTO

...that the warrior known as Triklops  
is controlling the playing field.  
(indicates) His location: behind that  
hill.

He-Man looks up, sees:

A HILL - a hundred yards away. An army of Skel Warriors are between He-Man and the hill.

BACK ON HE-MAN - still fighting off skel warriors. He nods:

HE-MAN  
Getting to him may be a problem.

ROBOTO nods.

ROBOTO  
I shall implement the Roboto  
Gambit.

He-Man looks at him puzzled.

WIDE - ROBOTO strides out to the swarming skel  
warriors...but heads off to one side. He draws their  
attention.

CLOSER - DRAMATIC - as he engages his full arsenal of  
weaponry (ala the Mask, extruding a multi-weapon arsenal,  
like a high tech, walking Swiss Army knife).

TRACKING - ROBOTO strides Terminator-style and blasts skel  
warriors to the right and left of him. Some SHATTER upon  
being blasted, others are blown backwards and OS.

WIDE - SCORES OF SKEL WARRIORS turn and come at ROBOTO.

**EXT. PALACE RAMPARTS - DAY**

TEELA looks out from the ramparts towards the battlefield.

TEELA  
(surprised)  
Something's diverting them.

TEELA raises a BINOCULAR TYPE DEVICE to her eyes.

TEELA BINOC POV - ROBOTO in the battlefield, being besieged  
by Skel Warriors...He's blasting them left and right.

**EXT. BATTLEFIELD, HILL - SAME TIME**

ON TRIKLOPS - watching from his rocky perch, sees:

TRIKLOPS POV - Roboto surrounded by menacing skels. He's  
using new weaponry, firing LASER BLASTS, etc. SOME SKEL  
WARRIORS shoot him with eye beams, doing little damage to  
his robot-y armor..

SKELS are blown away, but quickly duplicate & rise again.

BACK ON TRIKLOPS

TRIKLOPS  
That's the best they've got? A  
robot?

TRIKLOPS jiggles his control device.

BACK ON ROBOTO - BLASTING away at skeleton warriors.

WIDE ON HILL - SKEL WARRIORS near the hill Triklops is perched upon, come at Roboto, leaving the hill unprotected.

OTS TRIKLOPS - looking down at the battle, as a huge number of skels surge towards Roboto -- swinging swords, firing eye beams. <NOTE: We should notice a similarity between this situation and the "Roboto Gambit" scenario from the opening chess game>.

TRIKLOPS

<chuckles> He won't last long.

TRI-KLOPS - suddenly REACTS as he hears:

HE-MAN STRAINING (OS)

The same could be said for you.

TRIKLOPS turns to see:

HE-MAN standing there, dramatic.

REVERSE - Tri-Klops FIRES optic blasts straight INTO CAMERA.

HE-MAN athletically spins and moves, BATTING eye blasts aside with the flat of his sword.

HE-MAN

Working solo, Triklops? I thought  
Skeletor kept you on a short leash.

ANGLE - TRI-KLOPS reacts furiously, pivots his eyegear and lets loose with a GAMMA BLAST.

TRIKLOPS

I don't need Skeletor. Not anymore!

HE-MAN somersaults high into the air, to avoid the blast.

TRI-KLOPS - raises the control device, and manipulates it.

CLOSE ON HE-MAN - mid-somersault, as he sees this.

ANGLE - a column of Skel Warriors turn and come charging towards them.

TRI-KLOPS

Give it up, He-Man! Nothing can stop my warriors!

He-MAN considers the skel warriors that are charging, then looks over, as we ZOOM ON THE CONTROL DEVICE that Triklops is holding.

HE-MAN  
(eyeing the device) I'm not so sure of that. (calls) Battlecat!

BATTLECAT - from seemingly out of nowhere, leaps in and uses his jaw to rip the device away from a stunned Triklops.

TRIKLOPS  
Whaa-?!

ON HE-MAN - as BATTLECAT races in and drops the device in his hand.

HE-MAN tosses the device in the air, then whooshes his sword and SLICES it to bits mid-air, like a samurai!

ZOOM ON TRIKLOPS - distraught.

TRIKLOPS  
No!

SERIES OF CLOSE SHOTS - The skels coming towards them suddenly stop in their tracks & collapse in bony lifeless heaps.

BATLLEFIELD - QUICK CUTS, DUTCH ANGLES - small groups of Skel Warriors all collapse to the ground, inert. CLATTER OF BONES.

WIDE ON FIELD OF SKEL WARRIORS - as one, they all collapse to the ground, inert, lifeless. RACK FOCUS TO TRIKLOPS - seeing this, stunned at this turn of events, then looks alarmingly OS at He-Man, realizing the jig is up.

HE-MAN takes a step towards him, BattleCat is off to the side.

TRIKLOPS back up, then gets a sly look, lets loose an OPTIC BLAST...

ON BATTLECAT - blasted by Triklops eyeblast, lets out a pained ROAR. HE-MAN looks over with concern at BattleCat.

TRIKLOPS starts to run O.S.

HE-MAN - seeing that BattleCat's okay, starts to run in pursuit.

TRACK WITH THEM - He-Man's gaining on Tri-Klops. Suddenly a shadow swoops down INTO SHOT.

CLOSER -FAVOR TRIKLOPS - as he's grabbed upwards. He-Man sees by what, but we don't.

HE-MAN comes to a stop in, watching grimly.

WIDE - AERIAL SHOT - SKELETOR riding a Terrordactyl, climbing steeply into the sky. Tri-Klops hangs on.

SKELETOR  
We need to chat, Tri-Klops!

CLOSE ON TRIKLOPS - instead of being relieved, looks frightened.

**EXT. BATTLEGROUND - DAY**

ROBOTO lies on the ground in a heap of sputtering wires and leaking pneumatic tubes. <NOTE: Should *not* resemble blood.> His robot "armor" is singed and dented from all the eye blasts. WIDEN - TO SEE SYCLONE standing over him, solemnly.

WIDEN - as TEELA races in, then sees his condition and REACTS, distraught.

TEELA  
Roboto ...

CLOSE ON ROBOTO - as he looks up at her.

ROBOTO  
(voice sputtering) It's been...a  
privilege...to serve ...

And with that, Roboto goes offline. PULL BACK TO TEELA - looking distraught.

WIPE TO:

**EXT. PALACE GARDEN - LATER**

Teela & Syclone stroll through the grounds. Both are subdued.

TEELA

Poor Roboto...

CLOSER - TEELA looks distraught. This is hard for her to say, or to admit to herself.

TEELA

You were right about what you said, Cyclone. I am inflexible.

SYCLONE - says nothing.

TEELA

(frowns) I was too rigid...too narrow-minded in my definition of a warrior. I refused to even give Roboto a chance. And now he's--

TEELA stops and looks down, sadly.

TEELA

I just wish I had the chance to make it up to him somehow ...

ANGLE - they both react in surprise as they hear:

MAN-AT-ARMS (O.S.)

I'm pleased to say you'll have that chance, Teela.

They turn, as WE ADJUST ANGLE TO MAA ENTERING - followed by a fully repaired and upgraded ROBOTO.

TEELA REACTS surprised and overjoyed.

TEELA

Roboto!

ROBOTO - moves forward, letting us see how good he looks.

ROBOTO

I am fully upgraded and back on line -- and glad to be of service.

ANGLE TO INCLUDE - Man-E-Robot in the near distance, in his chair in front of the chessboard, waiting.

ROBOTO

But right now I am scheduled for a rematch with Man-E-Robot.

THE GROUP - our heroes grin at each other.

**INT. SNAKE MOUNTAIN- SAME TIME**

SKELETOR on his throne, petting PANTHOR, smiles malevolently past camera.

SKELETOR  
Don't despair, Tri-Klops. Things didn't work out that badly...for me.

ANGLE INCLUDES - Tri-Klops, looking worried and puzzled.

SKELETOR  
After all, if your plan had succeeded, I've no doubt you would have seized power for *yourself*.

ON TRIKLOPS - he puts his arms out, pleading.

TRI-KLOPS  
No, Skeletor, honest -- the thought never entered my mind!

SKELETOR  
(feigns surprise)Oh, really?  
Well, in that case, you're free to go --

TRI-KLOPS - reacts in relief, which changes to fear as he sees Skeletor raise into view a new skel control device.

SKELETOR  
If you can reach the door!

DRAMATIC ANGLE - At which point several skeleton warriors enter the room and advance toward Tri-Klops.

TRIKLOPS reacts in terror.

ANGLE ON SKELETOR - laughing cruelly, as we...

**FADE OUT.**

**THE END**

**FADE IN:  
MORAL TAG**

**EXT. PALACE GARDEN - DAY**

This spot is a tranquil Zen-like garden. Suddenly, Syclone someraults in, then comes to a rest and smiles serenely at us, as he addresses CAMERA.

SYCLONE

Its important to be flexible -- in mind as well as body.

<We see him doing something unorthodox, using his wind power to perhaps make a KITE FLY.>

SYCLONE

The common way of doing things isn't always the only way. A flexible mind is creative, and open to new ideas.

ANGLE - he bows to us.

SYCLONE

Until next time ...

**FADE OUT.**